Hello everyone, I am going to talk about the basic networking in LibGDX.

PARTE 1:
The purpose is to establish a channel of comunication between client and server for sending and receiving data. You can manage this information, as generates a XML file, JSON file, etc.

Thea main **features** are:

Cross-platform HTTP requests

Multi-platform TCP client and server socket support with configurable settings

Optimized TCP client and server settings for low-latency

Cross-platform browser access.

(ex: You can create a link to your website in game and it will open the browser on all platforms)

PARTE 2:
LibGDX includes some classes for cross-platform network operations. These classes are more commonly known as Gdx.net

Now I will explain briefly the most important classes and interfaces.

Socket → is an interface that provides you with the remote socket address, connection state, and a java.io.InputStream and java.io.OutputStream to work with the socket.

ServerSocket → is an interface used to create TCP server sockets. **It provides the standard accept() method to get a TCP client that connected.**

SocketHints → is a class used to configure TCP Cliente

ServerSocketHints → is a class used to configure Server Socket

PARTE 3
<u>Create a server socket</u>

As you can see, this is the syntax how a server socket is created basically

To create the new server socket we passed the Protocol.TCP, the server name (localhost), the port (6066), and as default a new ServerSocketHints ()

We can change the server socket configuration creating a new ServerSocketHints and editing its properties.

This is the syntax how a client socket is created basically

To create the new server socket we passed the Protocol.TCP, the server ip (localhost), the port (6066), and as default a new SocketHints ()
We can change the client socket configuration creating a new SocketHints and editing its properties